

LISTING OF CLAIMS

1 1. (Currently Amended) A method for operating a computer system, said computer system
2 including at least one processor, comprising:
3 establishing a plurality of memory units each having a corresponding memory location;
4 executing a plurality of tasks running on said at least one processor, said plurality of tasks
5 being operable to share data;
6 defining a plurality of lists for each memory location;
7 determining the validity of said data in said one memory unit of said plurality of memory
8 units;
9 locking at least one of said plurality of lists if said data is invalid;
10 inserting an entry corresponding to one of said plurality of tasks onto said locked list;
11 unlocking said locked list; and
12 determining if data is inputted in said corresponding memory location of said one memory
13 unit between said determining step and said unlocking step.

1 2. (Original) A method for operating a computer system, said computer system comprising
2 at least one processor, comprising:
3 establishing a plurality of memory units each having a corresponding memory location;
4 running a plurality of tasks on said processor, said plurality of tasks being operable to
5 share data ;
6 defining a plurality of lists for each memory location;
7 inserting an entry corresponding to one of said plurality of tasks onto one of said
8 plurality of lists if said one list is unlocked; and

9 determining if another of said lists is unlocked if said one list is locked.

1 3. (Currently Amended) A method for synchronizing processes in a computer system, said
2 computer system including at least one processor, comprising:

3 establishing a plurality of memory units each having a corresponding memory location;

4 executing a plurality of tasks running on said processor, said plurality of tasks being operable to
5 share data located in said memory units;

6 defining a plurality of lists for each memory location;

7 locking at least one of said plurality of lists if said data is not valid in one of said plurality of
8 memory units;

9 inserting an entry corresponding to one of said plurality of tasks onto said locked list;

10 unlocking said locked list;

11 suspending said one of said plurality of tasks ~~entered task~~ until valid data is found in said
12 member of said memory units;

13 reading said valid data;

14 determining if other data is inputted in said one of said memory units ~~before~~ after said locking
15 step and ~~after~~ before said unlocking step; and

16 reading said other data if said other data appears in said memory unit.

1 4. (Original) The method of claim 3, wherein the locking step further comprises activating
2 selected other ones of said plurality of tasks that are entered on said locked list.

1 5. (Currently Amended) The method of claim 3, wherein said plurality of lists ~~forms~~ includes a
2 linked list.

1 6. (Original) The method of claim 3, wherein said plurality of lists is between four and eight.

1 7. (Original) The method of claim 3, further comprising transferring the operation of said locked
2 list when said locked list is locked by another one of said plurality of tasks.

1 8. (Original) A computer system having enhanced concurrency, comprising:
2 a plurality of processors;
3 a plurality of tasks running on said plurality of processors;
4 a plurality of memory units each having a corresponding memory location;
5 a plurality of lists corresponding to each of said memory location;
6 wherein one of said plurality of tasks is responsible for activating selected ones of said plurality
7 of tasks contained on the same list as said one task.

1 9. (Original) The system of claim 8, wherein said plurality of lists form a linked list.

1 10. (Original) The system of claim 8, wherein said plurality of lists is between four and eight.

1 11. (Original) The system of claim 8, wherein said computer system is a multitasking or
2 multiprocessing computer system.

1 12. (Currently Amended) A method of operating a computer system having at least one processor,
2 comprising:
3 determining the validity of data in a memory unit;
4 locking a list corresponding to said memory unit if said data is invalid;
5 inserting an entry corresponding to one of said a plurality of tasks onto said locked list;

- 6 unlocking said locked list; and
- 7 determining if data is inputted in asaid memory location within said memory unit between said
- 8 determining step and said unlocking step.